



- Important messages about earthquakes for the San Diego - Imperial region:
- Earthquakes have produced over \$55 billion in losses in California since 1971. The next large earthquake may produce even greater losses, especially if it affects a major urban area. If the Northridge or Loma Prieta earthquakes had occurred closer to a major population center, fatalities would have been much higher.
- A large earthquake in or near the San Diego - Imperial area will disrupt the economy of the entire State and much of the nation. Effective disaster planning by State and local agencies, and by private businesses, can dramatically reduce losses and speed recovery. (For information go to www.oes.ca.gov or www.seismic.ca.gov.)
- Current building codes will reduce damage but their objective is life safety, not continued operation of the facility.
- After a large earthquake, residents and businesses may be isolated from basic police, fire, and emergency support for a period ranging from several hours to a few days. Citizens must be prepared to survive safely on their own, and to aid others, until outside help arrives. (For information go to www.oes.ca.gov.)
- Maps of the shaking intensity after the next major earthquake will be available within minutes on the Internet. The maps available at <http://www.cisn.org/shakemap>, a cooperative effort of OES, CGS, USGS, Caltech and UC Berkeley, will help identify the areas most seriously affected and will guide emergency crews to the most damaged regions.

This map shows the relative intensity of ground shaking and damage in the San Diego - Imperial region from anticipated future earthquakes.



Data Sources:
California Seismic Safety Commission, California Geological Survey, Governor's Office of Emergency Services, and United States Geological Survey, April, 2003, Earthquake Shaking Potential for California, California Seismic Safety Commission Publication No. 03-02.
Major roads from Thomas Brothers Maps, Inc., 2000, 2001. Shaded relief from U.S. Geological Survey 30 meter DEMs.